CPC COOPERATIVE PATENT CLASSIFICATION

A63H TOYS, e.g. TOPS, DOLLS, HOOPS, BUILDING BLOCKS

WARNING

The following IPC groups are not used in the CPC scheme. Subject matter covered by these groups is classified in the following CPC groups:

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A63H 3/33 covered by A63H 3/28
A63H 17/267 covered by A63H 17/262
A63H 17/273 covered by A63H 17/26
A63H 17/385 covered by A63H 17/36
A63H 17/39 covered by A63H 17/36
A63H 17/41 covered by A63H 17/40
A63H 25/00 covered by A63H 29/16,
A63H 25/02 covered by A63H 29/16,
A63H 27/01 covered by A63H 27/007
A63H 27/127 covered by A63H 27/12
A63H 27/127 covered by A63H 27/12
A63H 27/16 covered by A63H 27/12
A63H 27/16 covered by A63H 27/00,
A63H 27/20 covered by A63H 27/00,
A63H 27/20 covered by A63H 27/00,
A63H 27/20 covered by A63H 27/00,
A63H 27/24 covered by A63H 27/00,
A63H 27/26 covered by A63H 27/00
A63H 27/26 covered by A63H 27/00
A63H 27/28 covered by A63H 27/00
A63H 27/30 covered by A63H 27/00
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Guide heading:

A63H 1/00	Tops (flying tops A63H 27/12)
A63H 1/02 A63H 1/04	with detachable winding deviceswith string or band winding devices
A63H 1/06	. with integral winding devices
A63H 1/08	. with arrangements for winding-up by blowing
A63H 1/10	. able to be spun by whirling the axis with both hands
A63H 1/12	. Whip tops Top whips
A63H 1/16	. Hopping, dancing, or curve-drawing tops
A63H 1/18	. Double tops Multiple tops mounted in or on one another
A63H 1/20	. with figure-like features

with movable objects, especially figures

A63H 1/22 Colour tops A63H 1/24 with illuminating arrangements A63H 1/26 emitting blasts or explosions A63H 1/28 Musical tops A63H 1/30 Climbing tops, e.g. Yo-Yo A63H 1/32 Whirling or spinning discs driven by twisted cords **Guide heading:** Dolls **Figures Musical toys** A63H 3/00 **Dolls** { (puppets or marionettes for shows or theatres A63J 19/006) } **NOTE** In this group, the following term is used with the meaning indicated: - "doll" includes a toy animal A63H 3/001 {simulating physiological processes, e.g. heartbeat, breathing or fever (with fluid ingestion or emission A63H 3/24) } A63H 3/003 {specially adapted for a particular function not connected with dolls (as electric lighting devices A63H 3/006) } A63H 3/005 {for use as container (containers B65D)} A63H 3/006 {provided with electrical lighting (electrical lighting F21)} A63H 3/008 {Dolls capable of simulating pregnancy or birth } A63H 3/02 made of fabrics or stuffed A63H 3/04 with deformable framework A63H 3/06 Air-filled or inflatable toy figures (connection of valves to inflatable elastic bodies B60C 29/00) A63H 3/08 of flat paper to be cut-out, folded, or clothed Flat toy figures provided with limbs, with or without arrangements for making them A63H 3/10 stand up (A63H 3/08 takes precedence) A63H 3/12 Double-faced dolls

A63H 3/14	. into which the fingers of the hand can be inserted, e.g. hand-puppets
A63H 3/16	. made of parts that can be put together { (facial parts only A63H 3/365) }
A63H 3/18	. Jumping jacks
A63H 3/20	. with parts moved due to movements of other parts, e.g. limbs
A63H 3/24	 Drinking dolls Dolls producing tears Wetting dolls
A63H 3/26	. Floating dolls
A63H 3/28	 Arrangements of sound-producing means in dolls Means in dolls for producing sounds
A63H 3/31	Bellows, cylinders or the like for sound production
A63H 3/36	. Details Accessories
A63H 3/365	{allowing a choice of facial features, e.g. to change the facial expression (change of expression through animation <u>A63H 3/48</u> , self-moving <u>A63H 13/005</u> ; movable eyes <u>A63H 3/40</u>) }
A63H 3/38	Dolls` eyes
A63H 3/40	movable
A63H 3/42	Manufacture of eyes (artificial eyes for human beings A61F 2/14)
A63H 3/44	 Dolls` hair or wigs Eyelashes Eyebrows (wigs, eyelashes, eyebrows for humans <u>A41G</u>)
A63H 3/445	{Eyelashes; Eyebrows }
A63H 3/46	Connections for limbs
A63H 3/48	 Mounting of parts within dolls, e.g. automatic eyes {or parts for animation (self-moving <u>A63H 13/00</u>) }
A63H 3/50	Frames, stands, or wheels for dolls or toy animals
A63H 3/52	Dolls` houses, furniture, or other equipment { (simulating liquid flow A63H 33/3022)
	Dolls` clothing (dolls` footwear A43B 3/28)
A63H 5/00	Musical or noise- producing devices for additional toy effects other than acoustical (musical tops A63H 1/28; {sound-producing dolls A63H 3/28; musical toy vehicles A63H 17/268; acoustical vehicle-signalling devices A63H 17/32; whistling toy locomotive arrangements A63H 19/14 }; music, sound or noise production in general G10)
A63H 5/04	 Pistols or machine guns operated without detonators Crackers { (cracker bonbons <u>A63H 37/00</u>) }
A63H 7/00	Toy figures led or propelled by the user
A63H 7/02	. by pushing or drawing

A63H 7/04 moving together with a toy vehicle {or together with wheels rolling on the ground, i.e. driven by vehicle or wheel movement } A63H 7/06 with feet formed by rotary members A63H 9/00 Special methods or compositions for the manufacture of dolls, toy animals, toy figures, or parts thereof **Guide heading:** Mechanically or gravity driven toy figures Self-movable toy figures A63H 11/00 A63H 11/02 moved by vibrations produced by rotating eccentric weights Climbing figures moving up-and-down A63H 11/04 A63H 11/06 Jumping toys A63H 11/08 Toys performing somersaults A63H 11/10 Figure toys with single- or multiple-axle undercarriages, by which the figures perform a realistic running motion when the toy is moving over the floor A63H 11/12 Wheeled toys with figures performing a wriggling motion when moving Mechanically-moved walking figures balanced by gyrostatic effects A63H 11/14 A63H 11/18 Figure toys which perform a realistic walking motion with pairs of legs, e.g. horses [WARNING: New group A63H 11/20 introduced in A63H 11/20 November 2005 is not complete. Documents from A63H 11/18 are in the process of being reorganised to the new group] A63H 11/205 { performing turtle-like motion } A63H 13/00 Toy figures with self-moving parts, with or without movement of the toy as a whole A63H 13/005 {with self-moving head or facial features (with a choice of features A63H 3/365; movable eyes A63H 3/40) } A63H 13/02 imitating natural actions, e.g. catching a mouse by a cat, the kicking of an animal A63H 13/03 Egg-laying toy animals A63H 13/04 Mechanical figures imitating the movement of players or workers A63H 13/045 {imitating surfing } A63H 13/06 imitating boxing or fighting . . . A63H 13/08 able to perform military exercises . . . A63H 13/10 shooting arrows or other missiles A63H 13/12 Gymnastic or acrobatic toy figures A63H 13/14 Rope-jumping toy figures A63H 13/15 imitating drawing or writing (changeable or secret pictures B44F 1/10) . . .

A63H 13/16 Boxes from which figures jump A63H 13/18 Toy swinging chairs Rocking-figure toys A63H 13/20 Toy roundabouts with moving figures Toy models of fairs or the like, with moving figures { (A63H 7/04 takes precedence) } A63H 15/00 Other gravity-operated toy figures A63H 15/02 Figures staggering down an inclined path by means of the gravity effect A63H 15/04 Toy figures swinging about a point above the centre of gravity Self-righting toys A63H 15/06 A63H 15/08 Tumbling toy figures operated by balls enclosed therein Toy vehicles **Guide heading:** Toy engines A63H 17/00 Toy vehicles, e.g. with self-drive; { (convertible into other toys A63H 33/003) ; Cranes, winches or the like; } Accessories therefor (traffic games with figures moved by players A63F 9/14) A63H 17/002 {made of parts to be assembled } A63H 17/004 {Stunt-cars, e.g. lifting front wheels, roll-over or invertible cars } A63H 17/006 {Missile-launching means on toy vehicles } {Launching devices for motorless toy vehicles (start mechanisms for trackways A63H A63H 17/008 18/026; for toy aircraft A63H 27/14) } A63H 17/02 convertible into other forms under the action of impact or shock, e.g. arrangements for imitating accidents shaped as armoured cars, tanks or the like A63H 17/045 A63H 17/05 **Trucks** Lorries A63H 17/06 with tipping bodies A63H 17/08 carrying a mechanically-raised ladder A63H 17/10 carrying a tank for transporting liquids A63H 17/12 with cranes, winches or the like A63H 17/14 Endless-track automobiles or trucks

A63H 17/16	. in the form of a bicycle, with or without riders thereon
A63H 17/18	. Tricycles, e.g. with moving figures
A63H 17/21	. shaped as motorcycles with or without figures
A63H 17/22	. Scooters with driver figure propelled by their wheels or by movement of the figure
A63H 17/24	. shaped as sledges, sleighs, or bobsleighs with or without figures
A63H 17/25	. Other wheeled vehicles with moving figures { (toy figures moving together with toy vehicles, led or propelled by the user, <u>A63H 7/04</u> ; self-movable toy figures driven by wheeled undercarriages <u>A63H 11/10</u>) }
A63H 17/26	Details Accessories (drive mechanisms A63H 29/00)
A63H 17/262	(Chaosin Mhaal mountings Mhaala Aylas Cyananiana Fitting hady norting to
A0311 17/202	chassis; wheel mountings; wheels; Axies; Suspensions; Fitting body portions to
A63H 17/264	{Coupling mechanisms (for model railway vehicles A63H 19/18) }
A63H 17/266	{Movable parts other than toy figures, driven by the wheels }
A63H 17/268	{Musical toy vehicles }
A63H 17/28	Electric lighting systems
A63H 17/30	Direction-indicators
A63H 17/32	Acoustical or optical signalling devices
A63H 17/34	Arrangements for imitating the noise of motors
A63H 17/36	Steering-mechanisms for toy vehicles
A63H 17/38	actuated by hand
A63H 17/395	steered by program
A63H 17/40	Toy vehicles automatically steering or reversing by collision with an obstacle
A63H 17/42	Automatic stopping or braking arrangements
A63H 17/44	Toy garages for receiving toy vehicles Filling stations
A63H 18/00	Highways or trackways for toys (railway permanent way A63H 19/30; for special railways A63H 21/00) Propulsion by special interaction between vehicle and track
A63H 18/002	. {Air-actuated track systems, e.g. with air cushion }
A63H 18/005	. {Accessories for indicating the winner of a race, e.g. lap counters, speed indicators }
A63H 18/007	. {Vehicles moved by vibration }
A63H 18/02	. Construction or arrangement of the trackway
A63H 18/021	{Flexible tracks; Fluid-pressure-actuated tracks }
A63H 18/023	{Track control means, e.g. switches (<u>A63H 18/025</u> takes precedence) }
A63H 18/025	{Actuation of track parts by the vehicle }

A63H 18/026	{Start-finish mechanisms; Stop arrangements; Traffic lights; Barriers, or the like (A63H 18/025 takes precedence) }
A63H 18/028	{Looping; Jumping; Tilt-track sections }
A63H 18/04	Up-and-down-hill trackways (A63H 18/06 takes precedence)
A63H 18/06	designed to cause movement of a vehicle by alteration of the inclination of part of the trackway
A63H 18/08	. with mechanical means for guiding or steering
A63H 18/10	. with magnetic means for steering
A63H 18/12	. Electric current supply to toy vehicles through the track
A63H 18/14	. Drives arranged in the track, e.g. endless conveying means, magnets, driving-discs
A63H 18/16	 Control of vehicle drives by interaction between vehicle and track Control of track elements by vehicles
A63H 19/00	Model railways (propulsion by special interaction between vehicle and track <u>A63H 18/00</u>)
A63H 19/02	. Locomotives Motor coaches
A63H 19/04	spring-driven
A63H 19/06	Steam-driven locomotives Engines therefor
A63H 19/08	Boilers for locomotives
A63H 19/10	electrically driven
A63H 19/12	with electric reversing gear
A63H 19/14	Arrangements for imitating locomotive features, e.g. whistling, signalling, puffing
A63H 19/15	. Special types of cars
A63H 19/16	. Parts for model railway vehicles
A63H 19/18	Car coupling or uncoupling mechanisms
A63H 19/20	Illuminating arrangements
A63H 19/22	Wheels Wheel axles Bogies
A63H 19/24	Electric toy railways Systems therefor
A63H 19/26	Toy vehicles with overhead trolley-wire Trolley-buses
A63H 19/28	. Mechanical toy railway systems
A63H 19/30	. Permanent way Rails Rail-joint connections

A63H 19/32 Switches or points Operating means therefor A63H 19/34 **Bridges Stations** Signalling systems A63H 19/36 Model railway structures, e.g. kinds of arrangement of several units in containers, or on plates, or in combination with scenics for toy purposes (models or scenery for general purposes G09B) A63H 21/00 Other toy railways A63H 21/02 with cable- or rail-suspended vehicles A63H 21/04 Mono-railways, e.g. with vehicles embracing the rail in the form of a saddle (A63H 21/02 takes precedence) A63H 23/00 Toy boats Floating toys Other aquatic toy devices A63H 23/005 {made of parts to be assembled } A63H 23/02 **Boats** Sailing boats A63H 23/04 Self-propelled boats, ships or submarines A63H 23/06 jet-propelled A63H 23/08 Cartesian or other divers A63H 23/10 Other water toys, floating toys, or like buoyant toys A63H 23/12 Waterborne toy projectiles Knock-apart toys Exploding ship toys Special drives A63H 23/14 A63H 23/16 Aquatic toy installations Harbour arrangements Toy aircraft A63H 27/00 Other flying toys (toys with parachutes A63H 33/20); {Starting or launching devices therefor } A63H 27/001 {Making or assembling thereof, e.g. by folding } {Means for manipulating kites or other captive flying toys, e.g. kite-reels (reels in A63H 27/002 general <u>B65H 75/00</u>) } A63H 27/004 {Means for launching objects from aircraft, e.g. pilot, missiles }

A63H 27/005 {Rockets; Missiles } A63H 27/007 {Collapsible wings, e.g. for catapult aeroplanes } {Propelled by flapping of wings (driving mechanisms with extensible rubber bands for A63H 27/008 toys in general A63H 29/18) } A63H 27/02 Model aircraft A63H 27/04 Captive toy aircraft A63H 27/06 Jet-propelled flying toys, e.g. aeroplanes (A63H 27/04, A63H 27/12 take precedence) Kites { (other than toy aspects B64C 31/06) } A63H 27/08 A63H 27/082 {Rotary kites; Kites provided with rotary parts } A63H 27/085 {Inflatable kites } A63H 27/087 {Means for launching objects along the kite string, e.g. with parachutes } A63H 27/10 Balloons (connection of valves to inflatable elastic bodies <u>B60C 29/00</u>; {other than toy aspects <u>B64B 1/40</u> }) Helicopters (A63H 27/04 takes precedence) A63H 27/12 Flying tops A63H 27/14 Starting or launching devices for toy aircraft Arrangements on toy aircraft for starting or launching { (for launching objects from an aircraft A63H 27/004) } **Guide heading:** Driving or controlling toys, e.g. toy vehicles A63H 29/00 Drive mechanisms for toys in general A63H 29/02 Clockwork mechanisms A63H 29/04 Helical-spring driving mechanisms A63H 29/06 Other elements therefor A63H 29/08 Driving mechanisms actuated by balls or weights Driving mechanisms actuated by flowing media A63H 29/10 A63H 29/12 by a sand stream A63H 29/14 by a water stream A63H 29/16 by steam or compressed air A63H 29/165 {jet-propelled } . . . A63H 29/18 Driving mechanisms with extensible rubber bands A63H 29/20 Flywheel driving mechanisms

A63H 29/22	. Electric drives (power supply through track <u>A63H 18/12</u>)
A63H 29/24	 Details or accessories for drive mechanisms, e.g. means for winding-up or starting toy engines
A63H 30/00	Remote-control arrangements specially adapted for toys, e.g. for toy vehicles (steering mechanisms for toy vehicles <u>A63H 17/36</u> ; for model railways <u>A63H 19/24</u> , <u>A63H 19/28</u>)
A63H 30/02	. Electrical arrangements (transformers <u>H01F</u> ; converters <u>H02M</u>)
A63H 30/04	using wireless transmission
A63H 30/06	. Hydraulic or pneumatic arrangements
A63H 31/00	Gearing for toys (gearing in general F16H)
A63H 31/02	. Screw-spindle mechanisms
A63H 31/04	. Friction mechanisms
A63H 31/06	. Belt or string gear
A63H 31/08	Gear-control mechanisms Gears for imparting a reciprocating motion
A63H 31/10	. Gearing mechanisms actuated by movable wires enclosed in flexible tubes
A63H 33/00	Other toys
A63H 33/001	. {Toy-moulding appliances; Toy moulding }
A63H 33/002	 {Devices for converting reciprocal or vibratory motion into rotary motion, e.g. for propellers }
A63H 33/003	• {Convertible toys, e.g. robots convertible into rockets or vehicles convertible into planes }
A63H 33/004	{made of fabrics or stuffed }
A63H 33/005	. {Motorised rolling toys }
A63H 33/006	• {Infant exercisers, e.g. for attachment to a crib }
A63H 33/007	• {Push or pull wheels, e.g. with movable parts other than toy figures driven by the wheels (A63H 33/02 takes precedence; for driving movable toy figures A63H 7/04) }
A63H 33/008	• {Playhouses, play-tents, big enough for playing inside }
A63H 33/009	. {Toy swords or similar toy weapons; Toy shields }

A63H 33/02	 Toy hoops, {i.e. rings to be rolled by separate sticks } Sticks for propelling
A63H 33/04	Building blocks, strips, or similar building parts
A63H 33/042	{Mechanical, electrical, optical, pneumatic or hydraulic arrangements; Motors }
A63H 33/044	{Buildings }
A63H 33/046	 {comprising magnetic interaction means, e.g. holding together by magnetic attraction }
A63H 33/048	{ to be assembled using hook and loop-type fastener or the like }
A63H 33/06	to be assembled without the use of additional elements
A63H 33/062	{with clip or snap mechanisms }
A63H 33/065	{using elastic deformation (A63H 33/062 takes precedence) }
A63H 33/067	{with rotation or translation, e.g. of keyhole or bayonet type }
A63H 33/08	provided with complementary holes, grooves, or protuberances, e.g. dovetails
A63H 33/082	{with dovetails }
A63H 33/084	{with grooves (dovetails A63H 33/082) }
A63H 33/086	{with primary projections fitting by friction in complementary spaces between secondary projections, e.g. sidewalls }
A63H 33/088	{with holes (<u>A63H 33/062</u> , <u>A63H 33/065</u> take precedence) }
A63H 33/10	to be assembled by means of additional non-adhesive elements
A63H 33/101	{with clip or snap mechanism }
A63H 33/102	{using elastic deformation (A63H 33/101 takes precedence) }
A63H 33/103	<pre>{with wires, springs, suction cups, telescopic elements }</pre>
A63H 33/105	<pre>{with grooves, e.g. dovetails }</pre>
A63H 33/106	{with rotation, e.g. of bayonet type }
A63H 33/107	<pre>{ (using screws, bolts, nails, rivets, clamps)</pre>
A63H 33/108	{with holes (<u>A63H 33/101</u> , <u>A63H 33/102</u> and <u>A63H 33/107</u> take precedence) }
A63H 33/12	Perforated strips or the like assembled by rods, bolts, or the like
A63H 33/14	specially adapted to be assembled by adhesive or cement
A63H 33/16	. Models made by folding paper
A63H 33/18	. Throwing or slinging toys, {e.g. flying disc toys (discs used in athletics A63B 65/10) } (as part of a game A63F 9/02; sling weapons F41B 3/00; spring toy guns F41B 7/08)
A63H 33/185	{Aerial toy rotating automatically when descending under gravity }
A63H 33/20	. Toys with parachutes Toy parachutes ($\{A63H\ 27/004,\ A63H\ 27/005,\ and\ A63H\ 27/087\ take\ precedence\ \};$ parachutes for aeronautics $B64D$)
A63H 33/22	 Optical, colour, or shadow toys ({puzzles with optical elements <u>A63F 9/0613</u> }; kaleidoscopes <u>G02B 27/08</u>)
A63H 33/26	 Magnetic or electric toys (electric drives <u>A63H 29/22</u>; {indoor games played with small balls using magnetic power <u>A63F 7/0088</u>, <u>A63F 7/068</u> })

A63H 33/28	Soap-bubble toys Smoke toys (blowing smoke rings <u>A24F 13/30</u>)
A63H 33/30	 Imitations of miscellaneous apparatus not otherwise provided for, e.g. telephones, weighing-machines, cash-registers (savings boxes <u>A45C 1/12</u>; toy ticket punches <u>G07B 9/02</u>)
A63H 33/3005	{Cash-registers }
A63H 33/3011	{Weighing-machines }
A63H 33/3016	{Telephones }
A63H 33/3022	{simulating liquid flow, e.g. nursing bottles (drinking, weeping, wetting dolls <u>A63H</u> <u>3/24</u>) }
A63H 33/3027	{Radio or television sets }
A63H 33/3033	{simulating driving; Accessories therefor, e.g. steering wheels }
A63H 33/3038	{Baths; Showers }
A63H 33/3044	 {Loading stations, e.g. with conveyers, elevators, cranes (cranes, winches or the like per se A63H 17/12) }
A63H 33/305	{Vacuum-cleaners }
A63H 33/3055	{Ovens, or other cooking means }
A63H 33/3061	{Washing-machines }
A63H 33/3066	{Watches or clocks }
A63H 33/3072	{Tools or machine-tools }
A63H 33/3077	{Typewriters }
A63H 33/3083	{Printing machinery }
A63H 33/3088	{Textile-machines (toy looms <u>D03D 29/00</u>) }
A63H 33/3094	{Doctors` instruments }
A63H 33/32	. Moulds, shapes, spades, or the like, for playing with sand
A63H 33/36	. Sparking toys
A63H 33/38	 Picture books with additional toy effects, e.g. pop-up or slide displays (picture books B42D 1/00)
A63H 33/40	 Windmills Other toys actuated by air currents (driving mechanisms for toy figures or vehicles <u>A63H 29/16</u>)
A63H 33/42	 Toy models or toy scenery not otherwise covered (models or scenery for general purposes G09B)
A63H 33/425	{Toy space systems, e.g. satellites, space ships }
A63H 37/00	Jokes Confetti, streamers, or other dance favours; {Cracker bonbons or the like }
A63H 37/005	• {Popper toys, i.e. disc-shaped toys which jump when snapping to their original shape after distortion }

Guide heading:

A63H 2011/00 Self-movable toy figures A63H 2011/16 Toy animals with pairs of legs performing turtle-like motions A63H 2017/00 Toy vehicles, e.g. with self-drive; { (convertible into other toys A63H 33/003) ; Cranes, winches or the like; } Accessories therefor (traffic games with figures moved by players A63F 9/14) A63H 2017/05 Trucks Lorries A63H 2017/055 for agricultural use A63H 2018/00 Highways or trackways for toys (railway permanent way A63H 19/30; for special railways A63H 21/00) Propulsion by special interaction between vehicle and track A63H 2018/16 Control of vehicle drives by interaction between vehicle and track Control of track elements by vehicles A63H 2018/165 Means to improve adhesion of the vehicles on the track, e.g. using magnetic forces A63H 2019/00 Model railways (propulsion by special interaction between vehicle and track A63H 18/00) A63H 2019/24 Electric toy railways Systems therefor A63H 2019/243 Anti-collision systems A63H 2019/246 Remote controls A63H 2019/36 Model railway structures, e.g. kinds of arrangement of several units in containers, or on plates, or in combination with scenics for toy purposes (models or scenery for general purposes G09B) A63H 2019/365 Devices for putting or removing vehicles on or from the rails, e.g. ramps A63H 2027/00 Toy aircraft Other flying toys (toys with parachutes A63H 33/20); {Starting or launching devices therefor } A63H 2027/10 Balloons (connection of valves to inflatable elastic bodies <u>B60C 29/00</u>; {other than toy aspects B64B 1/40 }) A63H 2027/1008 Anchoring means or weights A63H 2027/1016 combined with candy or other food items Fabrication methods or special materials therefor A63H 2027/1025 A63H 2027/1033 Inflation devices or methods for inflating balloons A63H 2027/1041 Holding or sealing means, e.g. handling rods, clamps or plugs A63H 2027/105 Knotting means A63H 2027/1058 associated with light or sound A63H 2027/1066 Having means to guide movement, e.g. propeller or wings . .

A63H 2027/1075 ... Special shapes or constructions (for aircraft type balloons A63H 2027/1066)

A63H 2027/1083 .. Valves or nozzles

A63H 2027/1091 .. withobject inserted within

Means or methods for insertion of objects

Guide heading:

A63H 2200/00 Computerized interactive toys, e.g. dolls